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Subject: Re: vehicle upgrades in mod.

Posted by [Jerad2142](#) on Thu, 06 Jul 2006 01:43:31 GMT

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You could make it so when you enter a zone it attaches a script to the tank that attaches an automatic turret, or you could make it so when it enters a zone the zone sends a custom to it. And when it receives the custom it attaches a script that drops a new tank with the upgrades when it is destroyed and one second after that the tank would blow up there for dropping the new and improved tank.

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